CPP Training Block Three

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- Basic marksmanship skills
- Weapon
- Present
- Stance and grip
- Controlled pairs, failure to stop, and threat assessment
- Reloads
- Maintaining a Condition 1 weapon throughout

- Time limits are reduced.
- Looking for payoff between accuracy and speed in weapons manipulation.

CPP Training Block Three

Iterations	Total Rounds	Time	Mode	Fill Plan
Stage One – 7 yards				
2	2	5 sec	Controlled Pair from Holster	Load 10 in weapon; 4 in pouch
2 1 (2 times)	6	7 sec	Failure to Stop from Holster	8 in weapon; 4 in pouch
2 2 (2 times)	8	9 sec	Speed Reload from Holster	2 in weapon; 4 in pouch After 1st drill, fill mag w/7 After 2nd drill, fill mag w/5 Analyze & repair

CPP Training Block Three (cont.)

Iterations	Total Rounds	Time	Mode	Fill Plan
Stage Two – 15 yards				
2 (4 times)	8	6 sec	Controlled Pair from Holster	5 in weapon; 5 in pouch After 2nd drill, Tactical reload w/mag 5 After 4th drill, fill mag w/4
2 2	8	12 sec	Speed Reload from	2 in weapon; 4 in pouch After 1st drill, fill mag w/10
Stage Three – 25 yards				
1 (8 times)	4	7 sec	Single Action Slow Fire (Threat Assessment) from Ready	8 in weapon Analyze & repair